

MARVEL®
10th Nov 90

THE REAL

№126 45p

© 1984 Columbia Pictures Industries Inc.

GH^{OST}BUSTERS™

and

SLIMER!



ISSN 0954-9404



9 770954 940011

45

MARVEL®
10th Nov 90

THE REAL

№126 45p

© 1984 Columbia Pictures
Industries Inc.

GH^{OST}BUSTERS™

and

SLIMER!



ISSN 0954-9404



2 770954 940011



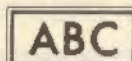
Welcome to the one hundred and twenty-sixth issue of **THE REAL GHOSTBUSTERS AND SLIMER**, and as you can see Peter is *rising* above his current predicament. The Real Ghostbusters have to dress up in their new uniforms in order to trace the source of the strange holes that keep appearing all over New York. You can read all about these demonic doorways in a story called **Paranormal Portals!**

Winston is a man possessed – *literally* – in the first of this week's strips entitled **Feeling Peculiar!** He is not quite feeling himself as a demon has taken him over, but will **The Real Ghostbusters** be able to bust their friend? Apart from all the normal nightmarish features, there is the final instalment of **The Witch!** Will The Real Ghostbusters be able to help Tarantula the cat with the aid of their little green friend – **Slimer?**

CONTENTS

Feeling Peculiar!	3
Spengler's Spirit Guide	9
Paranormal Portals!	10
Ghostbusters' Fact File: The Elementals!	14
The Witch! – Part Four	15
Dead True!	21
Spectral Spectrum Page	22
Slime Time! / Newsagents' Coupon	23
Next Issue Box/ Blimey! It's Slimer!	24

Cover by BRIAN WILLIAMSON, DAVE HARWOOD and JOHN BURNS
Editor STUART BARTLETT Assistant Editor DEBORAH TATE
Spirit Guide DAN ABNETT



THE REAL GHOSTBUSTERS™ is published by MARVEL COMICS LTD., 13/15 Arundel Street, London WC2. THE REAL GHOSTBUSTERS title, logo design (including the HQ logo featured on this page) characters, artwork and stories are copyright © 1984 Columbia Pictures Industries, Inc. and copyright © 1990 Columbia Pictures Television, a division of CPT Holdings, Inc. All rights reserved. The GHOSTBUSTERS logo and logo design are licensed trademarks from Columbia Pictures Industries, Inc. All other material is copyright © 1990 Marvel Comics Ltd. All rights reserved. No similarity between any of the names, characters, persons and/or institutions in this magazine with any living, dead or undead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the UK and distributed by Comag.

THE REAL GHOST BUSTERS™



PETER
VENKMAN



EGON
SPENGLER



RAY
STANTZ



WINSTON
ZEDDMORE



JANINE
MELNITZ

SLIMER

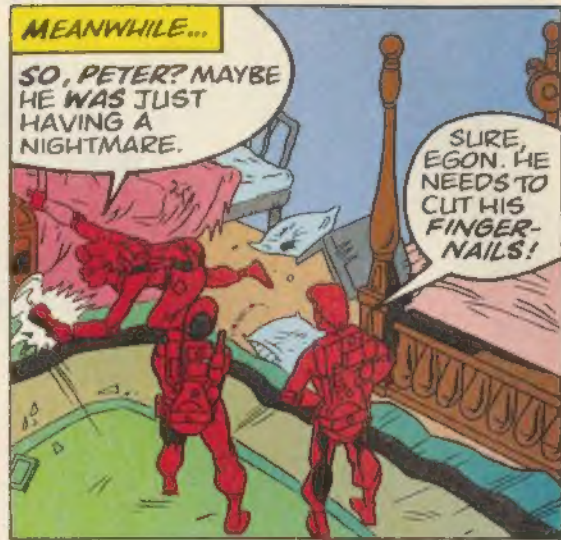


THE REAL GHOSTBUSTERS™











WHENEVER
YOU'RE READY,
WINSTON!



UH, I DIDN'T REALLY
MEAN IT, GUYS. I'M
JUST NOT FEELING
MYSELF AT THE
MOMENT!



ZIKK!



ONE SHORT BUST LATER...

OOH, MY
HEAD...

WHAT'S THE
MATTER, WINSTON?
YOU'RE NOT FEELING
POSSESSED AGAIN,
ARE YOU?



POSSESSED?!
POSSESSED?!
POSSESSION IS
NOTHING...



IT'S BEING
BLASTED I
CAN'T STAND!
OWW!!



MARVEL®



22 REASONS WHY OUR ANNUALS ARE SO FULL OF CHARACTER!

Marvel, Arundel House, 13/15 Arundel St, London WC2R 3DX, Tel: 071-497 2121

THE REAL GHOSTBUSTERS © 1990 Columbia Pictures Inc., © 1990 Columbia Pictures Television, a division of CPT Holdings. FLINTSTONES © 1990 Hanna Barbera Inc. SPIDER-MAN and SUPERHEROES © 1990 Marvel Entertainment Group, Inc. THUNDERCATS © Telepictures Corporation, Leisure Concepts and Ted Wolf. FIREMAN SAM © 1986, 1990 Prism Art and Design. SUPERTED © 1990 Peulcraft Demonstrations Ltd. GI JOE THE ACTION FORCE © 1990 Milton Bradley International Inc. BACK TO THE FUTURE © 1990 Amblin Entertainment. PENNY GRAYON Artwork & Design © 1990 Madlocks Animated Limited. A-TEAM © 1983, 1990 Stephen J Cannell Productions. RAGGY DOLLS © Melvin Jacobson. DENNIS © 1982, 1990 North America Syndicate Inc., a subsidiary of the Hearst Corporation and part of the King Features Syndicate Group. TOM & JERRY © 1990 Turner Entertainment Co. CARE BEARS © 1987, 1988, 1989, 1990 Those Characters From Cleveland, Inc. SYLVANIAN FAMILIES © 1990 Epoch Co. Ltd. SESAME STREET © 1988, 1989, 1990 Children's Television Workshop. FANTASTIC MAX © Hanna Barbera Inc and Kalisto Ltd, 1990. TRANSFORMERS © 1990 Hasbro Inc. NEW KIDS ON THE BLOCK © London Features International Ltd, Kenna Pictures Ltd., and Rex Features. SCOOBY-DOO © 1977/90 Hanna Barbera Productions Inc., MY VERY FIRST ANNUAL © 1990 Oyster Books Ltd. ALL RIGHTS RESERVED.

SPENGLER'S

SPIRIT

GUIDE

Possession is, as any good lawyer will tell you, nine-tenths of the law. However, in certain circumstances (as you might read about in Koldyhanz and Bagshaft's *Possession: A Beginner's Guide*) possession ceases to be nine-tenths the law and becomes ten-tenths of a pain in the neck.

Possession is a particular characteristic of demons who have got nothing better to do of a Sunday, and who also cannot exist in any of their natural manifestations in our dimension. This non-stability problem has become increasingly embarrassing to all manner of demons over the years. They teleport to our Universe for the first time, appear (looking all towering and menacing and dramatic), get half-way through shouting the line 'Flee, foolish and puny mortals, before my demonic wrath!' before collapsing in a small, liquified heap on the floor that looks like a semi-set lime jelly. This is due to ecto-instability. Even great huge, massively pointy-toothed demons like Gozer are afflicted with it - Gozer couldn't appear in this dimension in his own form, that's why he had to inhabit (or 'possess') the host form of the giant Mr. Stay-Puft, The Marshmallow Man.

A good few demons can't really afford seven thousand metric tonnes of




PART 126

finest marshmallow as their petty cash won't stretch that far. They elect to follow a much more straightforward way of finding a suitable host body through which to explore our dimension and possess humans. Possession is an embarrassing social problem that can affect anyone in any walk of life. Often, the possession is noticed by the afflicted person's friends and family, but no one likes to mention it and the sufferer can go on unhelped for many years. Chris Wibble of Coventry was possessed by a malodorous Yldammic Pit Fiend in 1978, but no one had the heart to mention his breath and body odour problem to him for over six years. Martha Yolande was possessed whilst performing the part of Desdemona in a sixth-form production of

Othello. Such was the force of the possession, that Martha shot nine feet into the air and then crashed down through the platform floor and brought the scenery down on top of her. Even so, the possession took a good few weeks to diagnose, as her parents thought it was just a stage she was going through. In the notorious Bundleville Disaster of 1956, young Martin Lutzwiler found himself the focus of attention for two demonic possessors, a Class seven Mirewraith and a Class six Barrowwight. Both of these foul creatures had their heart set on possessing young Martin, and struggled for over nine hours to control him. Control switched between the two during this time, and by the time Martin fell semi-conscious to the floor, and the two defeated fiends had sped homewards to the Supercosmos, he had burnt the house down, eaten his father's collection of ties, mowed a persian rug and told Mrs. Wheel-clamp from number 61 that she was a 'fretful old nose-burp' when she complained that he was knocking down her privet hedge with a lacrosse racket. When Martin's mother came home and got her son out of police custody, his first words were 'Martin, I don't know what on earth possessed you. . .'

PARANORMAL PORTALS!



Story JOHN FREEMAN  Art BRIAN WILLIAMSON, DAVE HARWOOD and JOHN BURNS

New suits, new science! But can The Real Ghostbusters find any new ghosts?

It was seven o'clock in the morning when the fire alarm rang through The Real Ghostbusters' HQ more loudly than it had ever done before. Egon looked up calmly from his book, *One Hundred Ways To Greet A Poltergeist In Urdu*.

"Excellent," he said quietly. "Better than I had hoped."

"What's better than you'd hoped?" shouted Ray, who only heard Egon because he was sitting next to him. "I can't hear myself think!"

"The fire bell is now attuned to the level of danger we're about to face," Egon explained, as the bell in the lounge promptly threw itself off the wall.

"You mean, the louder the bell, the more dangerous the job?" asked Winston, looking down at the bell.

"It's a useful new addition to our operation," explained Egon.

"You see, the bell now has a multi-setting which Janine selects upon receiving a call —"

"It's okay, Egon, we understand. I just don't think we agree with you about the 'useful' aspects of a bell that wakes you from the dead."

"Oh, it won't do that," Egon replied, sliding down the firepole to ECTO-1. "It isn't attuned with the occult."

"Warp gate on Fifty-Ninth and Fourth," snapped Janine, handing Egon a piece of paper with one hand and taking cotton wool out of her ears with the other. "Sounds like you may need the new Ecto-suits. Reports of sludge monsters and wraith-like beings stopping traffic."

Ten minutes later, thanks to a piece of snappy driving by Ray that avoided all the new roadworks on Broadway, ECTO-1 pulled up at a strange glowing light on Fifty-Ninth and Fourth. Weird blasts of pure ectoslime shot from the orb of purple-green light. New Yorkers stopped to stare as a sludge monster started to consume a hot dog stand. "Shades of Slimer," said Peter. "This looks bad!"

"My sentiments exactly, Peter," murmured Egon as he studied a PKE Meter. "That trans-warp gate could open further if my readings are correct. We'll have to close it as soon as possible."

"Just how do we do that?" asked Ray, as the sludge monster started to amble towards them. Winston reached for his Proton Gun and started to aim it.

"Hmm — I would suggest an incursion into the extra-dimensional intrusion at the soonest available time envelope," Egon explained.

Winston leapt from ECTO-1 and blasted the sludge monster, which gave a withering scream and vanished into the Ghost Trap thrown in its direction. "He means, we've got to get into that orb and find out what opened the gate to here," said Winston. "Let's go."

"Not without the new suits," Egon said sternly. "We're talking trans-dimensional, sub-slime and ecto-protoplasm regeneration here."

"I thought you just said it was very dangerous," Ray replied, getting into his new suit. Peter groaned as Egon passed him his. "Not these things. I still haven't worked out all the controls, Egon."

"Plenty of time to test them in field conditions, Peter." With that the four Ghostbusters started to put their suits on, checking over the seals, the range of instruments necessary for survival in many other dimensions and adjusting them according to the PKE readings from Egon's meter. Suddenly, Peter let out a scream. "There's slime in my suit!" he raged. "All down the left leg, all over the helmet. Slimer's been sleeping in it. I'll —" "As long as the oxygen and heat controls work, you'll be fine," Egon snapped. "There's no time to worry about a little discomfort now. That warp gate is getting larger!" Egon's PKE Meter started to squeal furiously in agreement. Peter groaned and squelched into the costume, looking furious. "Noise, slime, and early morning busts — my three

favourite things!" he moaned through gritted teeth. "Any moment now a Class nine demon will turn up and my day will be made!" Despite his complaints, he still followed the other Real Ghostbusters through the warp gate and into – into a strange nothing, a blank blackboard filled with odd lights and even odder sounds. "I don't like this," said Winston, looking round and raising his Proton Gun. "This is all too quiet."

"I agree with Winston," said Ray. "Where are all the monsters coming from?"

Egon raised his PKE Meter and motioned to an indistinct blur in front of them. "The source of the main activity seems to be coming from that indistinct blur."

"Which indistinct blur is that, Egon," said Peter, as slime dribbled down the inside of his helmet and on his nose. "I'm seeing a lot of indistinct blurs right now!"

"Guns on!" shouted Egon. "Something big, coming this way right n–"

"Ooooooow!" screamed Peter, rising off the 'floor' and spinning round in surprise. "Put me down!"

A peculiar, knobbly, angry-looking ghost popped into sight below Peter and snarled at the other Ghostbusters. "Whatya doin' here?!"

"We were about to ask you the same thing, dude," said Ray, firing up his Proton Gun. "You're causing a lot of trouble on our turf."

"Our turf?" shouted the ghost, jumping up and down with rage.

"This is my turf! I got a contract! I got eviction orders! You're trespassing!" The ghost held up a peculiar orb of blue crystal. "I bought this pocket dimension fair and square and what do I find? Illegal tenants! Squatters! It gets worse every millenium. Next you'll be finding shared housing and a fair rent act. I don't know what the demons are playing at"

"Hmm," said Egon, as Peter continued to hover, arms flapping, above the ghost's head. "We could be involved in a very complicated case of ghostly law here."

"You mean, this ghost has every right to open warp gates and send sludge monsters to New York, eating our hot dog stands? No way, Egon!" said Winston. "I say we blast the sucker now!"

With that, Winston turned to the ghost. "Hey, you got a clause in your contract that says you can litter other dimensions with your 'illegal tenants'?"

"Er," said the ghost, looking at the blue crystal in his hand, "I don't think so."

"I know what I think," said Peter, finally getting to the floor and raising his Proton Gun. "We just found ourselves a legal loophole. You're history!"

"Wait!" said the ghost. "Just tell me why you're doing this. Where are you from?"

"We're from New York, pal," said Peter. "On Earth. Mean anything to you?"

"You must be The Real Ghostbusters!" smiled the ghost. "It's those suits you see, they fooled me. I'm your greatest fan!"

"You are?" said Ray.

"Of course," said the ghost. "You're the best landlords I've known. What's it like looking after an entire planet? What do you do with all the rent you collect? Is it true that the Ecto-Containment Unit houses up to twenty-three thousand, four hundred and twenty-one ghosts and assorted paranormal forces without the need for water, ventilation and a proper damp proofing system? Ponquadrakor speaks very highly of you and –"

Peter's Proton Gun blasted at the ghost and in seconds it was in the trap. The blue crystal fell to the floor with a clink.

"Time to go home," smiled Peter.

"But aren't you interested in exploring this dimension?" asked Egon, as Peter started to step through the rapidly closing warp gate. "Doesn't the idea of strange worlds and new civilisations appeal to you?"

"Maybe after dinner next Wednesday!" Ray replied.

As Egon stepped back into New York, glum-faced, Peter smashed the crystal and the warp gate snapped shut. "Why'd you get so angry with that ghost anyway, Peter?" asked Ray. "It's not like you at all!"

"Hey," Peter replied. "I can take a lot of things but if there's one thing that's worse than loud noises in the morning and slime in my boots, it's floating six feet off the ground on an empty stomach! Let's get some breakfast!"

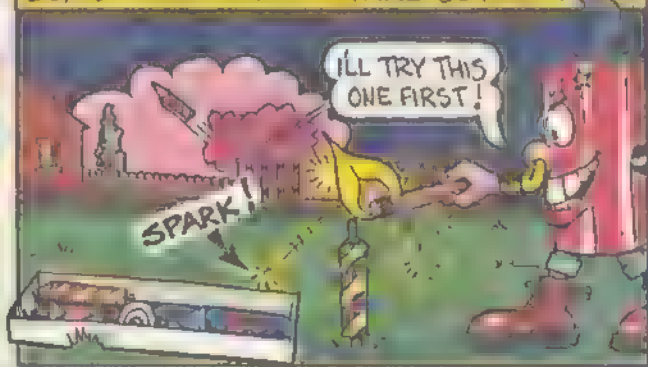
ED BANGER

And The Firework Funsters

IT'S 5TH NOVEMBER, AND ED IS HEADING FOR TROUBLE AGAIN AS USUAL...



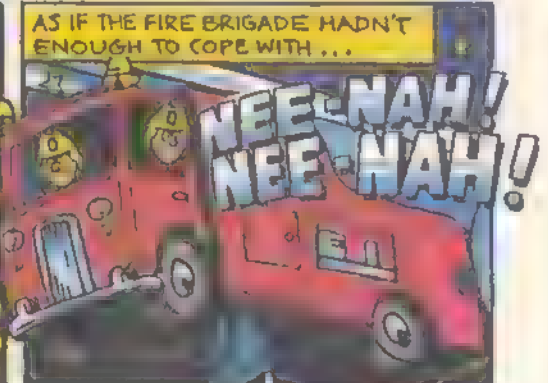
... OH! NO! HE'S LEFT THE LID OFF THAT BOX OF FIREWORKS — TAKE COVER!!



SUDDENLY...



AS IF THE FIRE BRIGADE HADN'T ENOUGH TO COPE WITH...



ED FEELS VERY SILLY NOW!



BAH! I WISH I'D NEVER FOOLED WITH FIREWORKS



KEEP FIREWORKS IN A CLOSED BOX !!

THE ELEMENTALS



A spate of mysterious fires had lit up the routine of The Real Ghostbusters, but the really weird thing about the fires was that they were being put out just as mysteriously by an ugly, squidgy, blue monster.

When they arrived on the scene, Egon picked up traces of Psycho-Kinetic Energy and suddenly a Class four Fire Elemental made the situation hot up. No sooner did the fiery fiend alight on the scene than an equally menacing Class four Water Elemental floated along. The Real Ghostbusters were getting their fingers burnt and generally being rained

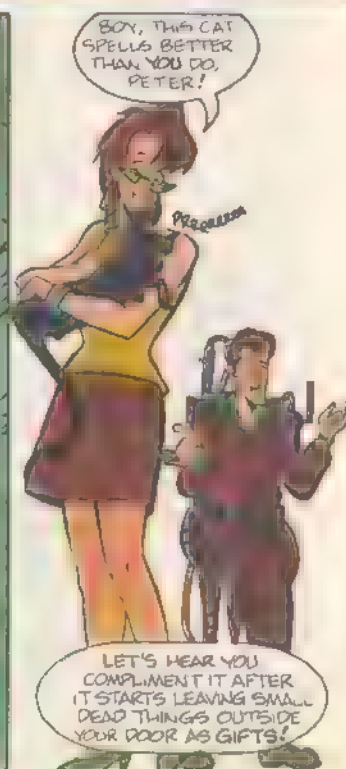
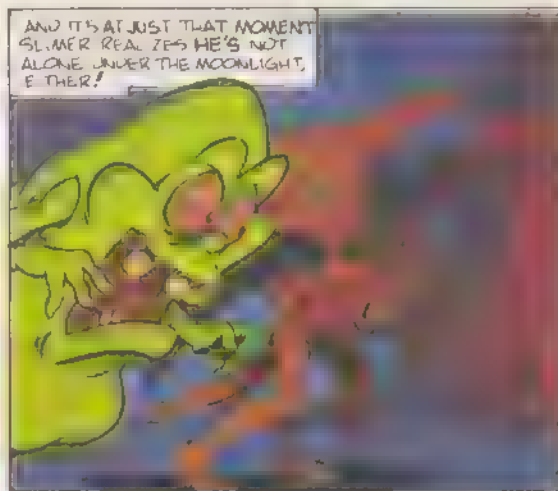
on by these Elementals, when they tried out their newly developed Ecto-splat Guns.

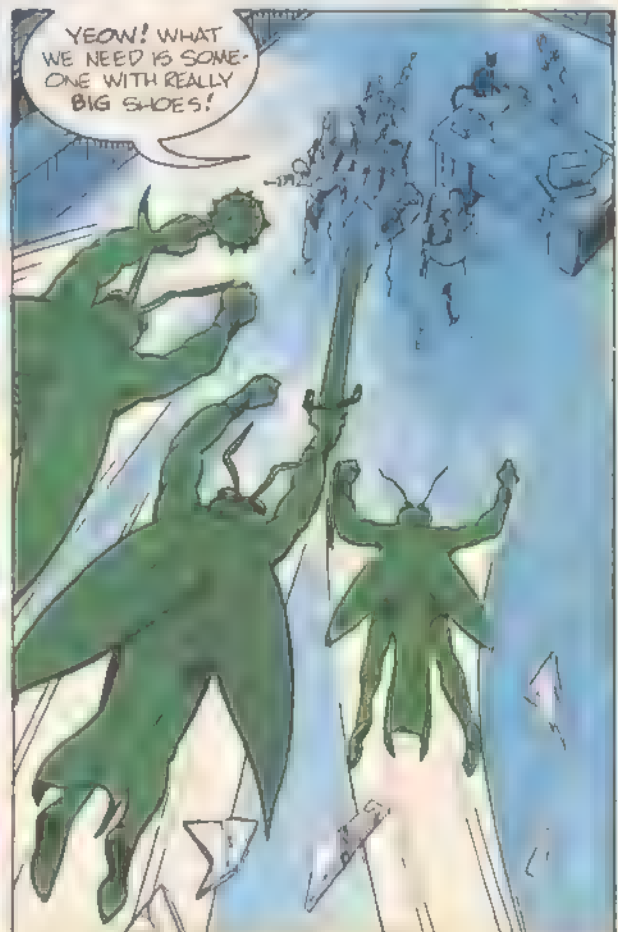
These weapons proved to be a bit of a wash out, but luckily Egon had a flash of inspiration, not to mention perspiration!

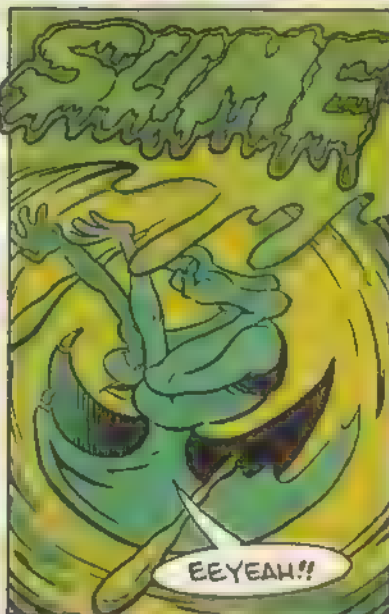
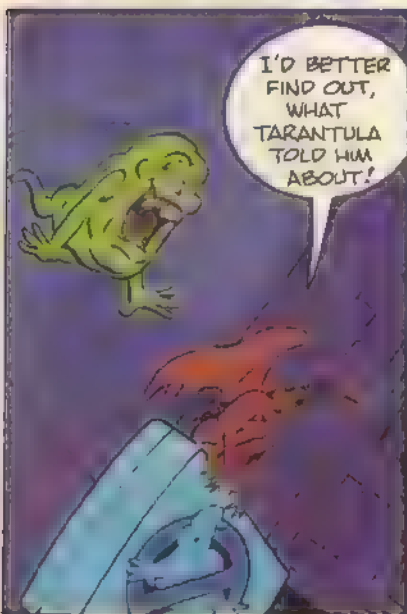
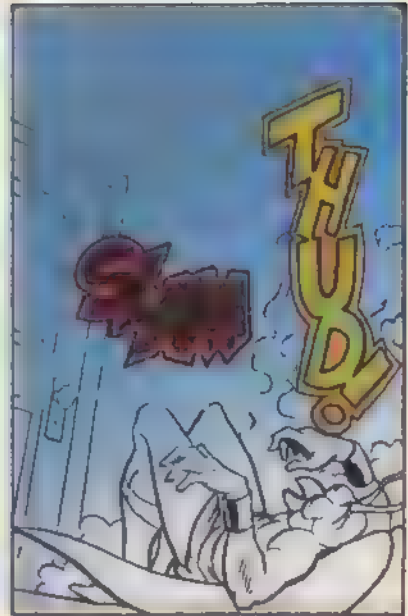
Peter and Winston trapped the Fire Elemental in their proton streams and Egon and Ray trapped the Water Elemental in theirs. Then, they carefully brought them together whilst avoiding crossing the streams, and with a huge KER-FIZZ! the two Elementals dissolved in a cloud of steam.

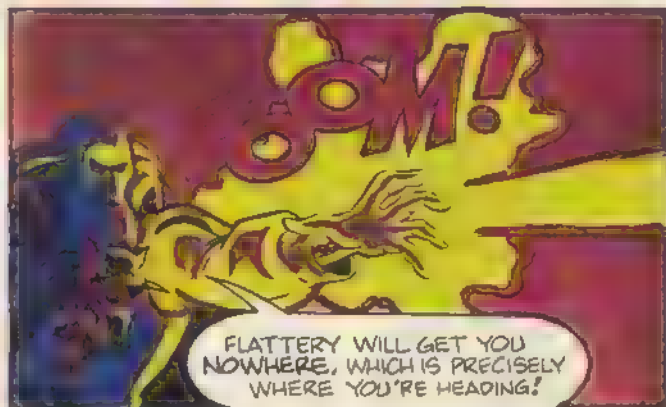
THE REAL GHOSTBUSTERS™

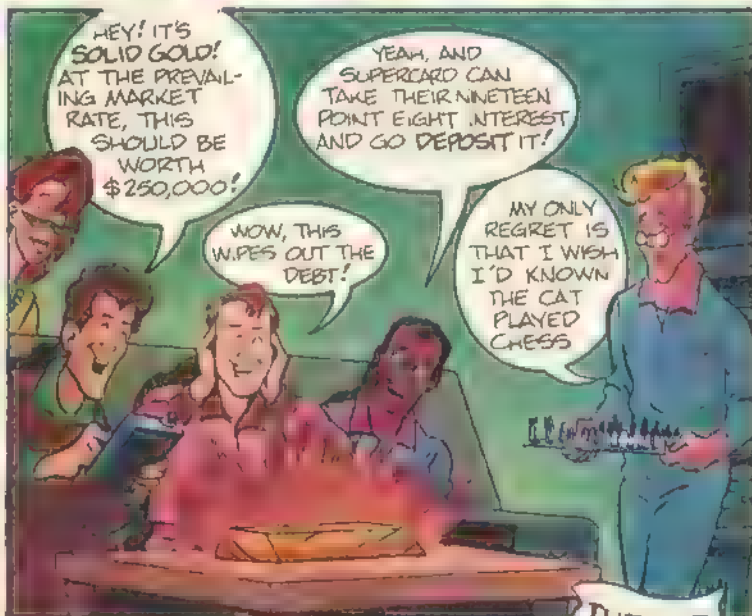
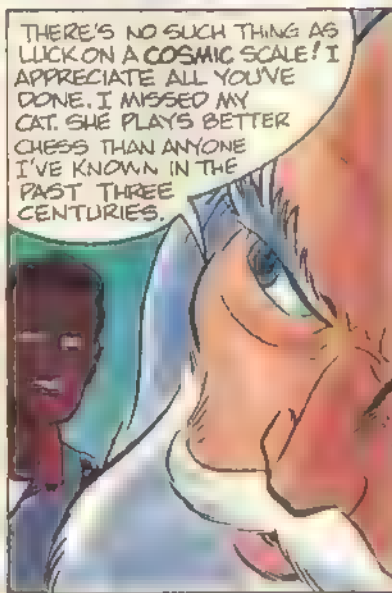
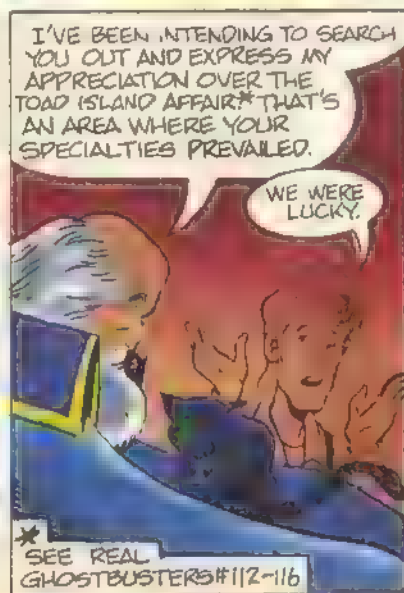
Part Four: Tarantula,
Phineas Eventide, and
cal cat, has escaped from
the witch, Marlene What-
ely, and is trying to get
The Real Ghostbusters to
find his master.











THE END.

◆ CLASSIFIED ◆

MC115

◆ SHOPS ◆

THE MOVIE STORE

Send large SAE for our comprehensive Bi-monthly news magazine and catalogue of Dr Who, Star Trek, Gerry Anderson, Blake 7 etc. Magazines, books, annuals, dolls, posters, toys, models, miniatures, games, T-shirts, collectibles, Star Wars items, videos, SF tracks.

Dept DW 7 High Street, Twyford,
Berkshire RG10 9AB
Tel: 0734 342098

Shop open 10.30-7pm Mon-Sat

Sheffield Space Centre

33, The Wicker
Sheffield S3 8HS
Telephone: Sheffield 758905

We stock a large selection of S/F
Fantasy paperbacks, American
comics, Portfolios, Magazines etc

Open Monday Tuesday, Thursday
Friday 10am-5pm, Saturday 9am-4pm
Closed Wednesday SAE for list

WONDERWORLD

803 Christchurch Road,
Boscombe, Bournemouth,
Dorset

Phone: 0202 422964

THIS SHOP IS A COMPLETE FANTASY! Not only
do we stock the entire range of Marvel, DC, Epic,
First, Eclipse and so on... but we have THOUSANDS
of back issues plus Portfolios, Annuals,
T-shirts, badges, Doctor Who gear, Dungeons and
Dragons, Books, accessories. So why not visit us or
send us your SAE? What to buy?
NO SAE = NO REPLY

WONDERWORLD 2

SOUTHAMPTON

That's right! At last there is a SERIOUS comic shop in
SOUTHAMPTON! Packed with new imports, rare back
issues, T-Shirts, games, artwork, merchandise and
everything you'd expect from WONDERWORLD - the
COMPLETE comic shop! Open now at -

JONAS NICHOLL SOLARE
OH ST MARY'S STREET
SOUTHAMPTON
0703-234816

NOSTALGIA & COMICS

14-16 SMALLBROOK QUEENSWAY
BIRMINGHAM B5 4EN
ENGLAND

021 643 0143
12 MATILDA STREET
OFF THE MOOR
SHEFFIELD
0742 769475

42 HILL STREET COVENTRY

Now at three locations we are supplying the widest possible range of American & British merchandise. Always quantities of back issue current and import comics available. SF/Horror plus general film magazines and books kept in stock. All shops open six days a week. Lots of wants with SAE or telephone enquiries about goods on mail order always welcome

MEGA CITY

18 INVERNESS ST
CAMDEN TOWN, LONDON NW1
(Turn right out of Camden Town
Station). Inverness is first on left
off High St
071-485 9320

Open 7 days a week 10am-6pm

Over 900 sq ft of comics,
science-fiction horror and film & TV
London's best back issue section
London Evening Standard
FOR MAIL ORDER CATALOGUE
Send Two 2nd Class Stamps

The FINAL FRONTIER

43/44 Silver Arcade Leicester LE1 5FB
29 St Nicholas Place, Leicester LE1 4LD
Leicester's LEADING SF shop
specialising in US imported comics - Marvel,
DC etc. 2000 AD, JUDGE DREDD, SF
Fantasy, books, magazines, STAR TREK & DR
WHO material, badges, annuals, posters, ROLE
PLAYING, JAMES S. MINATURES and much
more. WHY NOT PAY US A VISIT? Or send SAE
for our catalogue
Telephone enquiries also welcome
0533 514347 Visa & Access accepted
Open 6.30am-5.30pm Monday-Saturday

Another World Fantasy World

OPEN 6 DAYS 9.30-5.30

OPEN 6 DAYS 10.00-5.30

Two great city centre shops with 2 floors
each giving you the widest choice any
where of American comics, Film, TV, Horror,
material, Role playing games, Science
Fiction, Fantasy Paperbacks, T-shirts,
Rock, Pop memorabilia, Posters, Etc. We
carry extensive back issues of comics and
magazines. New Mail Order catalogue
(+100 pages, available each month. Send
a large SAE to: Fantasy World (Dept C)
10 Market Square Arcade,
Hanley, Stoke-on-Trent



MAIL ORDER



Joke Shop By Post

FREE!

Britain's No.1 Joke Catalogue, packed with over
500 practical jokes from 5p.

Whoopie cushion, wobbly lager glass, Skeletons, snakes, spiders, squirt
toilet, rotten teeth, pepper chewing gum, loaded dice, trick golf ball, sneezing
itching powder, sticky ball, water bombs, luminous paint, x-ray specs, wiper
specs, laxative tea bags, joke blood, sick meas, soap sweets, wet jokes,
exploding jokes, magic tricks, party fun kits, masks, make up, sea monkeys
slime-in-a-pot, water machine-guns, posters, badges. Plus lots of pop and
football bargains. The complete Joke Shop by post. Send second class
stamp with your name and address for bumper colour catalogue and Free Gift
to MATCHRITE, The Funny Business (Dept. YK), 167 Winchester Road,
Bristol, BS4 3NJ.

DOCTOR WHO

PAPERBACK - BACK NUMBERS
60 PENCE EACH

LARGE SELECTION OF DOCTOR WHO
PAPERBACKS AT SILLY PRICES

SEND 50 PENCE FOR LIST

BURTON BOOKS, 20 MARINE COURT,
MARINA, ST LEONARDS-ON-SEA,
EAST SUSSEX TN38 0DX

NEW ALDIO TAPE FROM SILVER FIST PERTWEE IN PERSON

Amazebillie impression of the man himself!
-JON PERTWEE talks to David Banks
£5.99 £7 (overseas) \$13 (USA)
Send cheque/postal order with your name
and address to
Who Dares Publishing
5F3, Po Box 745
Bournemouth
BH6 3YG
UK
Details of the first Silver Fist collection
on request.

DR WHO FANS

Send a First Class Stamp for my
latest list of Dr Who Books, Annuals,
Comics and Merchandise. Also
subscription available for latest
Paperbacks and Hardbacks. (I will
buy Dr Who items as well. Blakes 7
and Avengers list also available.
JOHN FITTON, 1, Orchard Way,
Hensall, Nr Goole,
North Humberside DN14 0RT

American and British Comics.

SAE (27p Stamp) for 38 page
catalogue of 100,000 Comic
Books. Marvel, DC, 2000AD
Also sold, plastic bags for
comic protection

The Comics
Mail Order Specialists
(JUSTIN EBBS) JUST COMICS
2 Crossmead Avenue,
Greenford, Middx. UB6 9TY

◆ EVENTS ◆

WEST COMICS

Monthly comic fairs in Bath, Bristol and Swindon. Thousands of
American and British comics, back issues and new imports plus
a wide range of toys, books, etc. - including gifts!

BRISTOL Saturday 8th December

BATH Saturday 28th January '91

Southall Grove St Bath

new venue and time - to be confirmed

For further details phone 0225 48 9 1 or write to

R. Brooking, 10 Broad St Bath BA1 1SL

MANCHESTER COMIC MART

Saturday 10th November

Parlours Hotel, Corporation St, Manchester

LILDS COMIC MART

Saturday 24th November

Griffin Hotel, Bear Lane, Leeds

NEWCASTLE COMIC MART

Saturday, 1st December

Blacklions Hall, New Bridge St, Newcastle

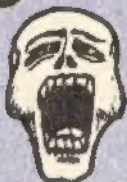
Top dealers from across the country will be selling
thousands of comics - back issues, new imports (Marvel
DC etc), hifi/magazines, books, videos, posters, models
and all kinds of (fantasy material) Opens Monday

Full details and map (see)

Golden Order (inc), 18 Melbourn Street, York YO3 7NJ

These advertisements
appear in five of Marvel's
top selling comics.
Guaranteed circulation
is approx. 250,000.
For further details
please call Jane Smale on
071-497 2121

DEAD TRUE!



ne October evening in 1875, a French aristocrat began to record some of the most disturbing facts ever concerning ghostly goings-on. It all began with strange noises, which alarmed not only the Frenchman, but also his family and servants. Several nights on, the sounds had increased in volume and the aristocrat was so disturbed that he promptly ordered that fine pieces of thread be strung across every doorway. He hoped to prove that the culprit was of physical form, though he suspected he was dealing with the paranormal. The following morning he went to check out the castle doors, only to have his worst fears confirmed – not a single thread had been broken!

The horrific wailing and violent sobbing continued to erupt through the castle hallways, and

the terror-stricken aristocrat confided in his son's tutor. He told the man that he was growing concerned, despite the fact that no actual physical damage had occurred. 'It's just a terrible feeling I have,' he said. 'A feeling so frightening that I cannot sleep at night for fear that when I awake, my wife and son will have been harmed.' The tutor had never seen his employer like that before and secretly suspected that a prankster was responsible for the upset.

That night, however, the tutor was alone when the candle that was lighting the room began to flicker. He looked up and witnessed the candlestick slowly rise from the mantelpiece and float through the darkness! He also saw the heavy wooden chair being dragged across the bedroom, despite the fact that it was nailed to the floor!

Night after night, disturbances occurred. There

was stamping of feet, and heavy blows were felt throughout the rooms, ricocheting off walls at superhuman speed. Moans, screams and cries filled the atmosphere, and – even more terrifying – Bibles were found with the pages shredded!

A priest was finally called in to exorcise the evil entity after the aristocrat's wife was struck on the head by a heavy blow. Demonic laughter echoed as the priest forced the unwelcome visitor from the castle. All went well until one day when the lady of the house discovered that the religious medallions had disappeared. That is until she sat at her desk to write and an ice-cold hand appeared above her head, slowly releasing the contents of the clenched fist. One by one the missing religious relics reappeared as a menacing sound filled the air for the last time.





LOVELEE
COLOURING-IN
PAGEY-WAGEY!!



SLIME TIME!

Slimer wants your jokes! Send 'em to: **SLIME TIME**
Marvel Comics Ltd
13/15 Arundel Street
London WC2



What happened when the girl and boy tried to kiss in fog?
They mist!

How do you make a sugar-puff?
Chase it around the garden!
- Daniel Roberts, Neath

What do vampires have for breakfast?
Ready neck!
- Arthur Currie, Edinburgh

What did the skeleton say after he'd overslept?
Oh no, I'll be late for ghou!
- Adam Dickson

Who tells jokes about knitting?
A knit wit!

Which bird plays football?
A gull-keeper!
- Paul McNeill, Co. Down

Which day of the week do ghosts like best?
Moanday!
- Jonathan McCollum, Londonderry

What's green, has two arms and a trunk?
Slimer going on holiday!
- Jo Highton, Derbyshire



Make sure that you get your copy of **THE REAL GHOST-BUSTERS** every week! With your parents permission, fill in the order coupon with your name and address and hand it to your newsagent, telling him whether you want your copy reserved for collection or delivered to your door.

To my newsagent:
Please reserve me a copy of Marvel's **THE REAL GHOST-BUSTERS** comic every week. Reserve it for collection*/ Deliver it with our regular paper order*

*Delete as applicable.

NAME
ADDRESS

SIGNATURE OF PARENT OR GUARDIAN

